



Userful's uClient application converts any screen into a Userful Smart Display. It enables companies to display any content from any source to any screen or video wall while having full control and management through Userful's Visual Networking Platform.

The Userful uClient App is a software-based client application that enables any display to be managed centrally from Userful's Visual Networking Platform. By leveraging the SoC capabilities of Smart Displays, minimal to no hardware is required and can be used with any display by using a certified uClient Adapter.

The uClient supports Userful's on-premise and cloud architectures for maximum flexibility and capability. Including native playback of ultra-high-resolution content, web sources, CMS, and live-streamed sources — delivering visuals for almost any application.

With the wide source and application capabilities of the Userful Visual Networking Platform, uClient enabled displays can be deployed for a variety of use cases, including powerful control room video walls, factory dashboard displays, corporate digital signage, and much more.

The uClient is designed for scalable global deployments, with ease of central management through the Userful Manager portal. Video assets with new content, schedules, power management settings, security settings, updates, and more can be managed from anywhere in the world with Userful's management tools.

## Key Benefits

**Less hardware** - No additional hardware is required, just webOS enabled displays or certified commercially available uClient Adapters.

**Future-proof** - Constant uClient updates delivered by Userful's Visual Networking Platform.

**On-premise or Cloud** - Compatible with all of Userful's server architectures.

**4K High Resolution** - Output up to 4K per display and unlimited resolution on video walls.

**Built for Scalability** - Centrally manage content from dozens to thousands of displays. Organize displays and content based on location.

**Management at Scale** - Centrally manage updates, power management configurations (on/off display schedules), remote reboots, storage, and locked-down mode.

**Supports Any Display Technology** - Connect and distribute content across multiple displays including, LCD, OLED, and Direct-view LED.

**Any Content Source** - uClient enabled screens can bring in any content sources including, canned content, live content, local sources, 3rd party applications, desktop streams, and more.

**API** - REST API available for custom deployments and integrations, ties into other communication tools, third-party applications, and device triggers.

uClient Adapter	W100A W100AT Giada DN74
LG Displays	UH5F-H UH7F-H VH7E-H VM5E-H SVM5F SVH7F
Application Size	7MB (WebOS) 50MB(Android)
Memory required	Up to 4GB RAM
Bandwidth	14-40 Mbps
Latency Tolerance	Unlimited
Video Delivery	Forward and Store & H.264/H.265 over RTSP
Touch	Yes, multi-touch on supported touch displays
OS Availability	LG WebOS, Android
Developer	Userful Corporation

**License Requirement/Deployment Availability**

<b>Platform</b>	Enterprise, Professional+, Standard
<b>Deployment</b>	Cloud, On-Premise Server
<b>Applications</b>	Any application in the Userful Visual Networking Platform

Userful's Visual Networking Platform replaces all proprietary hardware limitations with a single software-defined platform to stream any video source onto any digital signage display. No more independent systems or maintenance complexity.

[Schedule a demo](#)

For display pairing, administration, specifications and setu-up best practices please review the following documentation.

<https://docs.userful.com/hardware-setup/userful-clients>

<https://docs.userful.com/hardware-setup/userful-clients/lq-webos-display-compatibility>